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GREETINGS!

Thank you for your purchase of this NEOGEO POCKET software cartridge. Before you begin, be sure to read through this user's manual and learn how to play the game properly for expanded entertainment. Keep this user's manual in a safe place.

- The information in this user's manual is still being developed. Please pardon any discrepancies that may exist with the specifications of this product such as game screens, etc.

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WHAT'S "CARD FIGHTERS' CLASH?"

This game is a one-on-one card battle featuring the long-awaited duel between SNK & CAPCOM's most popular characters.

BASIC RULES

Two players square off against each other with decks they've arranged themselves. You win by reducing your opponent's hit points (HP) to zero; or, if no cards remain in your pile at the beginning of a turn, you lose.

TERM DEFINITIONS

Deck
A pile of 50 cards you use in games. You can arrange decks as you please, but you're only allowed 3 of the same card in a deck. When playing a game for the first time, you must use the pre-arranged Starter Deck.

HP
Represents Life Power. This value changes according to conditions during game play.

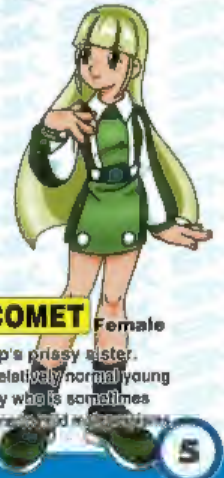
Turn
The time during which players are allowed to pick cards, make attacks, use Abilities, etc.

Pile
A deck shuffled at the start of each game. At the beginning of your turn when you pick a card, you always pick the top-most card from the pile.

STORY & HEROES

The world has been struck with "SC Card Fighters' Clash" fever after Company S and C jointly released this popular game. In every nation and continent, players obsessed with collecting all cards gather day and night to compete.
In the midst of this mania, the companies have opened an official tournament, "SC Card Fighters' Clash." From experienced players to novices, all have joined and are playing to win. Well, then, are you ready for the challenge?

CAP Male
Winner of last year's Card Clash and extremely vain. Cap marches to his own drummer and is willing to play the fool...if it serves him.



COMET Female
Cap's prissy sister.
A relatively normal young lady who is sometimes

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BASIC GAME COMMANDS

Commands in this game consist of the following.

JOYSTICK
Moves cursor/Moves player characters

A BUTTON
Confirms item, command, card, conversation selections/Sends messages/Moves game action along

B BUTTON
Cancels item, command, card selections/Sends messages/Returns action to previous screen or previous command

OPTION BUTTON
Calls up Option Menu/Rearranges cards/Speeds up cursor movement/Calls up Card Data/Calls up Deck List

※Move the Joystick while pushing the B button to run around map screens and use short cuts on the Battle screen.

BEGINNING GAME PLAY

Push the A button when the Title screen appears after the Opening Demo. Choose 1 of the 3 menus from the Start screen and push the A button.

Continue

Lets you begin play from where the game was saved. When no game data has been saved, this menu will not appear.

New Game

Lets you start a game from the beginning. Players first select either a male or female character (hero) and enter a name. Input names by moving the joystick to a letter and pressing the A button to confirm your choice. If you make a mistake, push the B button to erase a letter at a time and input letters again. Select "END" when you complete a name and push the A button.

Rules

Choose either "PLAY" or "TERMS" to see card game rules or explanations of terms used during game play.

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READING AC CARDS

When placed in the ring these cards can do things like increase characters' BP or restore your HP. As long as SP permits, you can use as many of these cards during a turn as you want.

Card Illustration

Card name

Card type
Shows the type of card as "ACTION"

SP cost
Shows SP needed/spent with the use of this card

CARD GAME FLOW

1 ARRANGE DECK

Arrange the deck you'll use in battles. One deck consists of 50 cards, and you can only use up to 3 of the same card in a deck. Arranging the deck is explained in detail on pp. 24 - 25.

2 Draw 5 cards from the deck for your hand.

When the deck is shuffled, 5 cards are automatically dealt to your hand, and the remaining cards become the pile.

3 Choose First, Second Player

The order of player turns is determined randomly.

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4 Your Turn

Follow steps (a) through (d) to complete your turn.

a. Cancel Freeze of your characters

Cancel Freeze of all your characters. But it's not applied just after a game is started because no characters have yet been placed in the ring.

b. Draw Card

A card is automatically drawn from your pile. At this time, if there are no cards remaining in the pile, you lose.

c. Main Turn

Select from the 4 following steps in any order you please.

❶ Put character(s) in the ring (1 per turn / 3 at MAX)
You can choose 1 character from your hand and put him in the ring. Those just placed in the ring cannot attack or use a ☐Ability until the next turn.

❷ Use Back-Up Character (1 character per turn)
Characters just put in the ring or in Freeze Phase cannot perform Back-Up attacks.

❸ Use AC Card (Can be used as often as SP permits)

❹ Use character's ☐Ability
Puts a character in Freeze Phase when used. Characters just appearing in the ring or those in Freeze Phase cannot use this Ability.

d. Attack

There are two types of character attacks, the "SINGLE" and "UNION" attacks.(See pp.17-16 for details.) Attack a character/player, and when there is no Counter, the enemy's HP is reduced by the amount of the attacking character's SP. However, characters just appearing in the ring and those in Freeze Phase cannot attack. Moreover, it automatically becomes the opponent's turn after attacks. During this time, the attacking character is put in Freeze Phase, and basically cannot be used until the beginning of the next turn.

5 Opponent's Turn

During your the opponent's turn, you can use a Counter when you or your characters are attacked. A Counter means that your characters can protect you from an opponent's attack (see p. 19). However, only 1 character (not in Freeze Phase), can Counter an attacking player or group using a Union Attack. When you don't accept battle, your HP decreases.

6 Deciding Battles

Continue to battle it out, and when either of the player's HP reaches "0," or there are no more cards to draw from a pile (no cards remain), the game ends.

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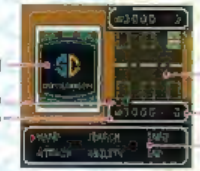
THE BATTLE SCREEN

Battles are mainly played using this screen in SINGLE (Single-player) and VS MODE (2-player) battles.



You can select 1 of these 6 commands, "HAND," "SEARCH," "INFO," "ATTACK," "ABILITY," and "END."

BATTLE FLOW

Choose one of the commands below that you want to activate during your turn.

Hand

Select how to use your hand cards. If using a CHA Card, choose a character card from your hand and when the character is put in the ring, select "USE" and decide where to place the card. When you want to see character data, select "DATA." Also, you can push the OPTION button to rearrange your cards

Search

Lets you examine the ring situation. Choose from the 4 following sub-commands.

- RING CHA ····· Displays the number of character cards in hands and piles for you and your opponent.
- STATUS ····· Shows the number of cards in your and your opponent's hands and piles.
- YOUR DISCARDS ··· Shows cards you've discarded.
- ENEMY DISCARDS ··· Shows cards opponent has discarded.

Info

Explains terms that appear during game play. Shows the definitions of the terms you select.

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BATTLE FLOW

Attack

Use characters in your ring to attack your opponent (characters just appearing in the ring or in Freeze Phase cannot be used).
Select a character that can attack and choose among "SINGLE," "UNION 1(uses 5 SP)" and "UNION 2 (uses 10 SP)" attacks.
When there are numerous attacking characters, you can choose to have all characters attack or only selected characters attack.
After attacks, the other player's turn begins automatically.

Ability

You can use a Ability of characters appearing in the ring (characters just appearing in the ring or in Freeze Phase cannot be used). Select the character whose Ability you want to use. Note that certain character Abilities require you to select a target character to activate them.

End

Ends your turn.
Once you choose this command, you cannot cancel its selection.
*Push the OPTION button to make the cursor jump to "END," and push it a second time to end the turn.

ATTACKS

Attacks can be made using characters in the ring who are able to attack. Among attacks there are the "SINGLE" attack in which one character attacks at a time, and two types of "UNION (SP-CONSUMING)" attacks, wherein a number of characters attack at once. Characters who lose attacks become discards. Also, you can use up to 3 cards simultaneously for Single attacks.

Calculating Wins/Losses

A simple subtraction of BP is made between attacking and counter-attacking characters.
When the attacking character's BP is 500 and the counter-attacking (COUNTER) character's BP is 300, the attacking character's BP becomes 500-300, or 200 BP.
The counter-attacking character is KO'd and placed in the Discard pile.

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INCREASE SP AND USE UNION ATTACKS!

A Union Attack is a powerful attack that uses a certain amount of SP while inflicting the enemy with Pierce Damage when a number of your characters who are able to attack are in the ring. Union Attacks require and use 5 SP for two-character unions and 10 SP for three-character unions.

Pierce Damage Example

A Union Attack consisting of

First attacker, SASQUATCH (BP 400) +
Second attacker, ZANGIEF (BP 700)
VS
DAIMON (BP 500)

1) First, in the Sasquatch vs. Daimon attack, with 400 BP against 500 BP, Daimon wins. Daimon's final BP is calculated as 500-400 = 100.

2) In the ensuing attack between Zangief and Daimon, with 700 vs 100 BP, Zangief wins, and his BP is calculated as 700 - 100 = 600 BP.

3) Zangief's remaining BP is 600, but this value is subtracted from the opponent's HP.

Advice on Union Attacks

During Union Attacks, Abilities are nullified. For example, although Heidern has the ability to steal a maximum of 3 SP from opponents, in Union Attacks even if he inflicts Pierce Damage, Heidern cannot steal SP from opponents.

COUNTER

You can block an opponent's character's attack using one of your characters. A Counter can even be made by characters just put into the ring. You can decide whether to use a Counter or not.

〈Using Counters〉
Becomes a battle between character players.

〈When not using a Counter, or when your character's not in the ring〉
Enemy's attack hits your HP, and your HP decreases.

〈WARNING!〉
- Characters in Freeze Phase cannot be used for a Counter.
- Only one character can be used to counter-attack an opponent's Single attack or multi- character Union attack.

Counter Commands

During battles when your opponent attacks, the three commands below appear on the screen. Choose any one of these to respond to your opponent's attacks.

- **Counter** ····· Counterattack the opponent. Choose the Counter character and the opponent's character.
- **No Counter** ··· Do not fight back. Your HP falls according to the BP difference of your opponent's attack.
- **Ring CHA** ····· Search character's BP and Abilities.

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BACK-UP

By matching up specific characters with those in the ring, you can uniformly increase BP by 300, and this is called a "Back-Up." Back-ups can be performed on characters in the ring, but is restricted to those characters who have not just entered in the ring and are not in Freeze Phase.

Relation between Back-Up characters and Backed-Up characters

Characters able to provide back-up (compatible characters) are pre-determined for each character, and a list of compatible characters can be seen with the Card Data screen. Use the "SEARCH" command.
When names are marked with a "?" symbol in the list, this means if it's an SNK character he/she can receive back-up from a CAPCOM character; and if it's a CAPCOM character he/she can get back-up from an SNK character.

WARNING

Compatible characters fundamentally back each other up, but there are exceptions among certain combinations.

〈FOR EXAMPLE: L. Rapter & Hsien-Ko's Case〉
L. Rapter can back up Hsien-Ko, but Hsien-Ko cannot back up L. Rapter.

BACK-UP COMMANDS

When characters able to back-up are in your hand, select that character card, match the cursor to the character you want to give back-up to, and push the A button. Back-up will be activated and the character will be powered up.

WARNING

- **Back-ups can be used once per turn.**
- **The character getting back-up does not enter Freeze Phase, and can use attacks and Abilities.**
- **When the character getting back-up is KO'd, the back-up character is also KO'd.**
- **The back-up character's Ability and SP are disregarded in game play.**
- **The character used for back-up is limited to 1 card of 1 type. (Although exceptions do exist.)**

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OPTION MENU

Push the OPTION button when the Map screen is shown to call up the Option menu. Choose the necessary menu to respond to the current situation.

STATUS

Check a player's game records, playing time, number of coins possessed, etc.

CARD

With the Card menu screen, you can check the number of cards you have and arrange your deck. See p. 23.

SAVE

Saves current game conditions. When you select "YES" in response to the "SAVE DATA?" message, data is saved. Only one game can be saved at a time.
Before new game data is saved, previous data is automatically deleted.

MESSAGE

You can set the speed messages are displayed at one of three speeds—"SLOW," "NORMAL," or "FAST."

VS MODE

Lets you play VS Mode games and trade cards with other players. See pp. 29 to 32.

CARD MENU

When you select "CARD" from the Option menu, the Card Menu screen is called up. Here you can select 1 of 4 card menus. Select them according to your purpose.

Arrange Deck

You can change the contents of your deck. Select the deck you want to rearrange or the "NEW DECK" message. See pp. 24 to 25.

Card Album

Lets you see cards you've collected so far and lets you see card introductions. Because card names and their numbers are displayed by each of the three types – SNK Character Cards, CAPCOM Character Cards, and AC Cards – select the type of cards you want to see by moving the joystick right and left. Next, turn pages by moving the joystick right and left. Select cards by moving the joystick up and down and push the A button to see the card's information. When you want to change the type of cards, push the B button.

Game Deck

Select the deck you want to use in a game from numerous decks.

Deck Name

Lets you name a new deck or change the name of a previously created deck. Choose a deck and enter a name. You can input deck names using the same methods you used when you input player names.

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ARRANGING DECKS

When you select "ARRANGE DECK" from the card menu, you can arrange decks as you like.

Procedures for Rearranging Decks

1. Select "CARD" from the Option menu.
2. Select "ARRANGE DECK" from the Card menu.
3. Select the deck you want to arrange or "NEW DECK."<*>
4. Actually arrange the deck using the Deck Arrange menu.

<*>When you choose "NEW DECK" select whether you will arrange the deck manually (MANUAL) or automatically (AUTO) before the Deck Arrange screen appears.

DECK ARRANGE COMMANDS

First, choose the card type moving the joystick right or left. When you decide on the type, turn pages by moving the joystick right or left and move the joystick up or down to select a card. When you decide on a card, the card name will flash so move the joystick again, select the number of cards, and push the A button to confirm selections (up to 3 of the same card can be selected). Repeat these commands and when you finish arranging the deck, push the B button.

3 types of commands – "SAVE," "TOSS," and "END" – will be displayed, select "SAVE" and push the A button. When arranging a new deck, after selecting "SAVE" and pushing the A button, enter the name of the deck. When you want to rearrange all decks, select "TOSS," or "END" to stop rearranging decks.

※Match the cursor to the type of card and push the OPTION button to see a list of deck contents. Each time you push the OPTION button while the deck content list is displayed, you can switch between BP and SP by moving the joystick right or left and change the display for the number of cards.

※When you match the cursor to a particular card and push the OPTION button, you can see that card's information.

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GETTING CARDS

Except for those in the Starter Deck (the deck you began play with), cards can be obtained by winning games. You can also find cards in various scenes throughout the game. In addition to this, you can also get cards by trading them throughout the game or exchanging them in VS Mode. There's a total of 300 cards that can be obtained in the game, so gather as many cards to complete your deck of invincibility!

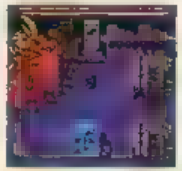
CARD RARITY

Certain levels of Rarity are determined for each card. The order of Rarity from the lowest (easiest to get) to the highest is D, C, B, A, and S; and Rarity A and S cards are no picnic to obtain. Aim for high Rarity when you trade cards.

TRADING CARDS

CARD TRADING MACHINE

It won't do much good if you have the same kind of cards in your decks. In this case, it's a good idea to use the Card Trading Machine. Gather up cards you won't use, and put them in the trading machine to exchange them with 1 randomly selected card. However you may get a valuable card, also you may get the same card you put in. Also, when cards appear from the trading machine, note that all content data is automatically saved (updated) to that point. You need 10 cards of Rarity D or 5 cards of Rarity C for trading.



USING TRADING MACHINES

First, select the Rarity of the cards you want to insert into the machine and choose the required number of cards. When you finish selecting all cards, a message will confirm whether you want to put them into the machine. If you select "YES," 1 randomly selected card will appear from the machine.

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CARD TRADING SHOPS

You'll find shops that will trade cards for you during game play. You can trade 3 cards of the same Rarity or greater with 1 card in the trading shop.
Also, you can get rare cards that you'll only obtain by trading cards in these shops.

USING TRADING SHOPS

When the Card List screen is displayed first, select the card you want. Select "DATA" to view the card's information, and when you've decided to trade, select "DECIDE." When you subsequently select 3 cards, confirm whether you want to trade. If you select "YES," the trade is concluded.

VS MODE

Use the NEOGEO POCKET LINK CABLE (sold separately) to play VS Mode games and trade cards with other NEOGEO POCKET owners. The use of this mode is explained below. When using VS Mode, you'll need to prepare and properly connect 1 NEOGEO POCKET LINK CABLE, 2 "SNK VS. CAPCOM CARD FIGHTERS' CLASH" software cartridges (using SNK with CAPCOM versions is OK), and 2 NEOGEO POCKET COLOR or NEOGEO POCKET units together.

VS MODE MENU

Select "VS MODE" from the Option menu to call up the VS Mode menu. Select the menu you want to activate.

- **VS Mode** — Lets you play 2-player games.
- **Give Card** — Lets you give cards away to another NEOGEO POCKET owner.
- **Get Card** — Lets you get a card from another NEOGEO POCKET owner.
- **Pocket Link** — Lets you send Card Album data (*1) to "The Match of the Millennium."(*2)

※2"THE MATCH OF THE MILLENNIUM" is a separately sold fighting game title in the SNK VS. CAPCOM series, scheduled for release in December, 1999.
※1 When using "POCKET LINK," one player must have a "THE MATCH OF THE MILLENNIUM" software cartridge inserted into the NEOGEO POCKET/COLOR unit.

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BEGINNING VS MODE GAMES

1 Opening the Link

First, both players must select "VS MODE" from the Link menu and answer "YES" to the question asking whether it's okay to save game data after a VS MODE game. After this, both players must select the Link cable and either of the players must press the A button to open the communication link.

2 Setting VS Mode Rules

Before beginning VS Mode battles, you can determine rules for the game. Select 1 of the 3 formats below.

EXHIBITION
The winner gets 1 card selected randomly.
The loser gets and loses nothing.

NORMAL
Each player selects 1 of their cards before a game.
The loser's selected card is taken by the winner.

DEATH
The loser has 1 card from his deck used in the game taken by the winner.
The card is randomly selected.

3 Setting Handicaps

Players choose whether to set a handicap. When a handicap is selected, the CPU automatically calculates handicaps within both decks and the game begins. When a handicap is not selected, the game begins after the selection of HP is made.

LINK CARD TRADES

Giving Cards Away

When giving cards to another player, select "GIVE CARD" from the Card menu. You can select up to 8 types of cards (594 cards) to give away. When you've finished choosing cards, push the B button to call up the "GIVE" and "END" commands, and select "GIVE". After this, select the Link Cable to send cards to another player.

Getting Cards from Another Player

To get cards from another player, choose "GET CARD" from the Card menu. Select the Link Cable to receive other player's cards.

Sending data to "THE MATCH OF THE MILLENNIUM"

You can send Card Album data (the album completion percentage) to "THE MATCH OF THE MILLENNIUM." Select "POCKET LINK" from the Card menu. Just wait and see what happens when you send this data!

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TURNING OFF THE UNIT DURING PLAY...

In "SINGLE"-play games only, when you turn off the power switch during a game, you can resume play from the beginning of that turn. However, when batteries run out and the AC adapter is unplugged and power is cut off, the game cannot be restored.

RESTORING DATA

①Turn the power switch off during a game to finish play (with the cartridge still inserted in the unit).

②When turning the power on again, select whether to continue play from the game data.

- When you select "YES," play resumes from the beginning of the turn in which power was cut off.
- When you select "NO," action begins from the game's opening.

WARNING

Be aware that even when the power is turned off during a game, when you remove the software cartridge once, there are times games cannot be restored when the unit is turned on again.

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CARD FIGHTERS CLASH

SNK

CAPCOM CARDFIGHTER'S version

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